

Face Software 157

Leslie Haddon

Scenario Educational Software Mark Keegan,1995

Cognitive Interviewing Practice Debbie Collins,2014-11-10 The use of the cognitive interviewing method for survey question testing has proliferated and evolved over the past 30 years. In more recent years the method has been applied to the evaluation of information letters and leaflets and to research consent forms. This book provides a practical handbook for implementing cognitive interviewing methods in the context of applied social policy research, based on the approach used by the authors at the NatCen Social Research (NatCen) where cognitive interviewing methods have been used for well over a decade. The book provides a justification for the importance of question testing and evaluation and discusses the position of cognitive interviewing in relation to other questionnaire development and evaluation techniques. Throughout the book, the focus is on providing practical and hands-on guidance around elements such as sampling and recruitment, designing probes, interviewing skills, data management and analysis and how to interpret the findings and use them to improve survey questions and other documents. The book also covers cognitive interviewing in different survey modes, in cross national, cross cultural and multilingual settings and discusses some other potential uses of the method.

Face Politics Jenny Edkins,2015-04-10 The face is central to contemporary politics. In Deleuze and Guattari's work on faciality we find an assertion that the face is a particular politics, and dismantling the face is also a politics. This book explores the politics of such diverse issues as images and faces in photographs and portraits; expressive faces; psychology and neuroscience; face recognition; face blindness; facial injury, disfigurement and face transplants through questions such as: What it might mean to dismantle the face, and what politics this might entail, in practical terms? What sort of a politics is it? Is it already taking place? Is it a politics that is to be desired, a better politics, a progressive politics? The book opens up a vast field of further research that needs to be taken forward to begin to address the politics of the face more fully, and to elaborate the alternative forms of personhood and politics that dismantling the face opens to view. The book will be agenda-setting for scholars located in the field of international politics in particular but cognate areas as well who want to pursue the implications of face politics for the crucial questions of subjectivity, sovereignty and personhood.

Bastard Culture! Mirko Tobias Schäfer,2011 The computer and particularly the Internet have been represented as enabling technologies, turning consumers into users and users into producers. The unfolding online cultural production by users has been framed enthusiastically as participatory culture. But while many studies of user activities and the use of the Internet tend to romanticize emerging media practices, this book steps beyond the usual framework and analyzes user participation in the context of accompanying popular and scholarly discourse, as well as the material aspects of design, and their relation to the practices of design and appropriation.

Creating Digital Faces for Law Enforcement Michael W. Streed,2017-01-25 Today, law enforcement requires actionable and real-time intelligence; 24 hours a day, seven days a week to help respond to cases efficiently. When evidence is lacking in a case, law enforcement officers are often times left to rely on eyewitness descriptions. In order to quickly disseminate facial composites to news outlets and social media, law enforcement needs to rely on every tool available; including traditional forensic artists and advanced facial composite software. Creating Digital Faces for Law Enforcement provides the proper foundation for obtaining key information needed to create effective facial composites. There are two main methods to create a facial composite, first through traditional forensic art techniques and second by using commercially developed facial composite software. Traditional forensic art has advanced from pen and paper to more enhanced digital tools. This text reviews the development of digital tools used by the forensic artist describing each tool in detail. Creating Digital Faces for Law Enforcement is the first text of its kind to

address the creation of digital sketches for forensic artists and software-driven sketches for non-artist/technicians. A step-by-step guide addressing the creation of digital, software-driven, sketches for non-artist technicians Includes descriptions supported by both photographs and video demonstrations to assist the reader in better understanding the process Written by an internationally-recognized police sketch artist with over 35 years of experience A companion website page will host author created / narrated videos for reader access

Code as Creative Medium Golan Levin,Tega Brain,2021-02-02 An essential guide for teaching and learning computational art and design: exercises, assignments, interviews, and more than 170 illustrations of creative work. This book is an essential resource for art educators and practitioners who want to explore code as a creative medium, and serves as a guide for computer scientists transitioning from STEM to STEAM in their syllabi or practice. It provides a collection of classic creative coding prompts and assignments, accompanied by annotated examples of both classic and contemporary projects, and more than 170 illustrations of creative work, and features a set of interviews with leading educators. Picking up where standard programming guides leave off, the authors highlight alternative programming pedagogies suitable for the art- and design-oriented classroom, including teaching approaches, resources, and community support structures.

Virtual and Classroom Learning in Higher Education: A Guide to Effective Online Teaching Vakul Bansal,2021-12-03 The recent COVID-19 pandemic has prompted educators to utilize online learning resources in order to comply with public health and social distancing mandates. The transition to virtual classrooms has created several opportunities and challenges for all stakeholders involved in the educational ecosystem. The ability of the classroom instructor to impart learning to students requires considerable adjustments from both students and teachers, which can be a new experience for educational professionals. *Virtual and Classroom Learning in Higher Education* serves as a handy guide for instructors to effective online teaching with a focus on higher education. The book presents reviews on different aspects of online teaching, distilling key findings in an easy to understand manner for the reader. It provides educators with knowledge which familiarizes them with online teaching models and concepts (such as micro-learning, synchronous and asynchronous learning, online pedagogy, dynamic learning experience and more). Chapters are contributed by experts in online learning and cover the topic from different angles, giving the reader a broad perspective on virtual classrooms. *Virtual and Classroom Learning in Higher Education* is an essential read for administrators and educators involved in higher education settings, and general readers who are interested in widening their view of the online teaching model.

Why Buy the Cow Subrah S. Iyar,2007-12-01 How the revolution in on-demand software applications - available over the Web - is powering the new knowledge economy. By Subrah S. Iyar, co-Founder and General Manager of WebEx.

Human-Computer Interaction Andrew Sears,Julie A. Jacko,2009-03-02 Hailed on first publication as a compendium of foundational principles and cutting-edge research, *The Human-Computer Interaction Handbook* has become the gold standard reference in this field. Derived from select chapters of this groundbreaking resource, *Human-Computer Interaction: Designing for Diverse Users and Domains* emphasizes design for users as such as children, older adults, and individuals with physical, cognitive, visual, and hearing impairments. It also discusses HCI in the context of specific domains including healthcare, games, and the aerospace industry. Topics include the role of gender in HCI, information technology and older adults, motor vehicle driver interfaces, and user-centered design in games. While human-computer interaction may have emerged from within computing, significant contributions have come from a variety of fields including industrial engineering, psychology, education, and graphic design. No where is this more apparent then when designing solutions for users as diverse as children, older adults, and individuals with physical, cognitive, visual, or hearing impairments.

Forensic Face Matching Markus Bindemann,2021-01-07 In everyday life we identify faces regularly and seemingly with great ease. One might

assume this to be a straightforward and highly accurate task. However, we are poor at identifying the faces of unfamiliar people, who we have never met before, despite the fact that many important everyday tasks depend on this. Forensic face matching requires the comparison of two face photographs, of a person who is not known to the observer. This seemingly simple task is critical for a wide range of security tasks, such as person identification at airports and borders, passport issuance and renewal, and criminal identification in police investigations. Despite its ubiquity, face matching is highly prone to error, even under conditions that are designed to maximally facilitate this task. For this reason, face matching has been studied extensively in psychology, with the bulk of the research conducted since 2010. Forensic Face Matching provides readers with a wide-ranging, detailed, and critical overview of facial comparison and face matching, providing insights into its application, efficacy, and limitations in occupational settings, and of current scientific knowledge of this task.

Executive MBA in IT - City of London College of Economics - 12 months - 100% online / self-paced City of London College of Economics, Overview An MBA in information technology (or a Master of Business Administration in Information Technology) is a degree that will prepare you to be a leader in the IT industry. Content - Managing Projects and IT - Information Systems and Information Technology - IT Manager's Handbook - Business Process Management - Human Resource Management - Principles of Marketing - The Leadership - Just What Does an IT Manager Do? - The Strategic Value of the IT Department - Developing an IT Strategy - Starting Your New Job - The First 100 Days etc. - Managing Operations - Cut-Over into Operations - Agile-Scrum Project Management - IT Portfolio Management - The IT Organization etc. - Introduction to Project Management - The Project Management and Information Technology Context - The Project Management Process Groups: A Case Study - Project Integration Management - Project Scope Management - Project Time Management - Project Cost Management - Project Quality Management - Project Human Resource Management - Project Communications Management - Project Risk Management - Project Procurement Management - Project Stakeholder Management - 50 Models for Strategic Thinking - English Vocabulary For Computers and Information Technology Duration 12 months Assessment The assessment will take place on the basis of one assignment at the end of the course. Tell us when you feel ready to take the exam and we'll send you the assignment questions. Study material The study material will be provided in separate files by email / download link.

Borland C++ Builder 6 Developer's Guide Jarrod Hollingworth, Bob Swart, 2003 0672324806. Id The definitive guide to the latest version of Borlands powerful C++ Builder. Provides complete coverage of C++ Builder Web Services development, now a key component of C++ Builder. Borland C++ Builder remains best in class IDE over the past 5 years for C++ solutions. Written by a team of top C++ Builder experts with expertise in a variety of technical areas related to C++ application development. C++ Builder 6 Developers Guide is revised for the latest version of C++ Builder, the biggest update to C++ Builder in years. C++ Builder is an ANSI C++ IDE. The version 6 adds BizShape, a tool to build Web Services using XML/SOAP, .NET, and BizTalk from Microsoft, and SunONE from Sun Microsystems. Other new components include WebSnap for Web application development, DataSnap for database development, and CLX, which allows cross-platform development for Unix and Linux. The new NetCLX Internet components allow development of cross-platform applications with Apache, Microsoft IIS, and Netscape Web Server applications. C++ Builder 6 Developers Guide continues as the definitive guide for Borlands C++ Builder, providing a clear and concise reference for C++ developers. C++ Builder Developers Guide is a unique combination of over 35 C++ Builder experts from around the globe. This team brings hundreds of thousands of working hours in professional software development to the creation of this extensive work. Leading the team are Jarrod Hollingworth, Bob Swart, Mark Cashman. and Paul Gustavson. Jarrod is running Backslash (<http://www.backslash.com.au>), loping software applications for the Internet and key business sectors and working as a software development consultant. Bob (aka. Dr.Bob) is an internationally recognized UK Borland Connections member and an independent technical author, trainer, and consultant using C++ Builder, Kylix, and Delphi based in The Netherlands.

Mark Cashman is an independent C++ developer in the U.S. Paul Gustavson lives in Virginia and is a senior systems engineer for Synetics, Inc., a U.S.-based company providing knowledge management, systems engineering, and enterprise management services.

Photographer's Guide to the Sony DSC-RX100 V Alexander S. White, 2016-12-08 Guide book for Sony DSC-RX100 V camera

The Software Principles of Design for Data Modeling Samanta, Debabrata, 2023-09-12 The Software Principles of Design for Data Modeling, written by Debabrata Samanta of Rochester Institute of Technology in Kosovo, offers a practical and comprehensive solution to the challenges of designing effective software architecture for data modeling. This book covers key topics such as gathering requirements, modeling requirements with use cases, testing the system, building entity-relationship models, building class models in UML with patterns of data modeling and software quality attributes, and use case modeling. It also includes case studies of relational and object-relational database schema design. The unique approach of this book lies in its unifying method for designing software architecture for data modeling. It addresses specific design issues for various types of software systems, including object-oriented, client/server, service-oriented, component-based, real-time, and software product line architectures. With its practical guidance, standard method for modeling requirements and analysis, and comprehensive coverage of key topics and case studies, this book is a must-read for anyone interested in designing effective software architecture for data modeling, whether you are an academic scholar or a professional in the field.

IT Manager's Handbook Bill Holtsnider, Brian D. Jaffe, 2012-02-22 Chapter 1: The Role of an IT Manager Chapter 2: Managing Your IT Team Chapter 3: Staffing Your IT Team Chapter 4: Project Management Chapter 5: Changing Companies Chapter 6: Budgeting Chapter 7: Security and Compliance, including Disaster Recovery Chapter 8: Getting Started with the Technical Environment Chapter 9: Working with Users Chapter 10: Web 2.0, mobile, tablets, cloud, social media, etc.

Microcontrollers in Practice Ioan Susnea, Marian Mitescu, 2005-11-02 Stressing common characteristics and real applications of the most used microcontrollers, this practical guide provides readers with hands-on knowledge of how to implement three families of microcontrollers (HC11, AVR, and 8051). Unlike the rest of the ocean of literature on individual chips, Microcontrollers in Practice supplies side-by-side comparisons and an overview that treats the systems as resources available for implementation. Packed with hundreds of practical examples and exercises to foster mastery of concepts and details, the guide also includes several extended projects. By treating the less expensive 8-bit and RISC microcontrollers, this information-dense manual equips students and home-experimenters with the know-how to put these devices into operation.

Marketing in an Audiology Practice Brian Taylor, 2015-04-01 Marketing in an Audiology Practice provides a unique, in-depth look into all facets of marketing and is a must-have for audiologists looking to market themselves and grow their business. It demonstrates how marketing and branding are instrumental to the long-term sustainability of an audiology or hearing instrument dispensing practice. It is written for two audiences: graduate students who often do not get enough exposure to business-related coursework during their graduate school tenure and experienced audiologists who are looking for some material of a practical nature. This practical text strives to further the autonomy of the profession by presenting an A-to-Z approach for creating and implementing marketing plans and budgets in both for-profit and not-for-profit settings. Additionally, a key focus of this text is how to incorporate new and emerging social media tools as part of a comprehensive marketing strategy to appeal to a broader patient base.

Use Cases Daryl Kulak, Eamonn Guiney, 2012-03-30 This book describes how to gather and define software requirements using a process based on use cases. It shows systems analysts and designers how use cases can provide solutions to the most challenging requirements issues, resulting in effective, quality systems that meet the needs of users. Use Cases, Second Edition: Requirements in Context describes a three-step method for

establishing requirements—an iterative process that produces increasingly refined requirements. Drawing on their extensive, real-world experience, the authors offer a wealth of advice on use-case driven lifecycles, planning for change, and keeping on track. In addition, they include numerous detailed examples to illustrate practical applications. This second edition incorporates the many advancements in use case methodology that have occurred over the past few years. Specifically, this new edition features major changes to the methodology's iterations, and the section on management reflects the faster-paced, more chaotic software lifecycles prominent today. In addition, the authors have included a new chapter on use case traceability issues and have revised the appendixes to show more clearly how use cases evolve. The book opens with a brief introduction to use cases and the Unified Modeling Language (UML). It explains how use cases reduce the incidence of duplicate and inconsistent requirements, and how they facilitate the documentation process and communication among stakeholders. The book shows you how to: Describe the context of relationships and interactions between actors and applications using use case diagrams and scenarios Specify functional and nonfunctional requirements Create the candidate use case list Break out detailed use cases and add detail to use case diagrams Add triggers, preconditions, basic course of events, and exceptions to use cases Manage the iterative/incremental use case driven project lifecycle Trace back to use cases, nonfunctionals, and business rules Avoid classic mistakes and pitfalls The book also highlights numerous currently available tools, including use case name filters, the context matrix, user interface requirements, and the authors' own hierarchy killer.

Law and Artificial Intelligence Bart Custers, Eduard Fosch-Villaronga, 2022-07-05 This book provides an in-depth overview of what is currently happening in the field of Law and Artificial Intelligence (AI). From deep fakes and disinformation to killer robots, surgical robots, and AI lawmaking, the many and varied contributors to this volume discuss how AI could and should be regulated in the areas of public law, including constitutional law, human rights law, criminal law, and tax law, as well as areas of private law, including liability law, competition law, and consumer law. Aimed at an audience without a background in technology, this book covers how AI changes these areas of law as well as legal practice itself. This scholarship should prove of value to academics in several disciplines (e.g., law, ethics, sociology, politics, and public administration) and those who may find themselves confronted with AI in the course of their work, particularly people working within the legal domain (e.g., lawyers, judges, law enforcement officers, public prosecutors, lawmakers, and policy advisors). Bart Custers is Professor of Law and Data Science at eLaw - Center for Law and Digital Technologies at Leiden University in the Netherlands. Eduard Fosch-Villaronga is Assistant Professor at eLaw - Center for Law and Digital Technologies at Leiden University in the Netherlands.

The Social Dynamics of Information and Communication Technology Leslie Haddon, 2016-03-03 What shapes the role of Information and Communication Technologies in our everyday life? Despite the speed with which information and communication technologies such as the PC, mobile telephone and internet have found their way into society, there remains a good deal of debate surrounding their adoption and use. Through empirical studies covering a broad range of everyday life and work settings, this volume provides grounded insights into the social dynamics influencing how ICTs are both shaped and experienced. Specifically, the book examines the contributions of diverse disciplines to our understanding of these processes, the symbolic nature of technologies, the influence of design on the experience of ICTs, the role of users in influencing that design, the social constraints affecting the use of those technologies, and strategies for evaluating the social consequences of ICT innovations.

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Ethan And Joel Coen The Brothers Grim examines the inner workings of the Coens' body of work, discussing a movie in terms of its primary themes, social and political contexts, ... Brothers Grim: The Films of Ethan and Joel Coen May 30, 2007 — Brothers Grim: The Films of Ethan and Joel Coen ; ISBN: 9780810858503 ; Author: Erica Rowell ; Binding: Paperback ; Publisher: Scarecrow Press. The Brothers Grim: The Films of Ethan and Joel Coen In 1984 Joel and Ethan Coen burst onto the art-house film scene with their neo-noir Blood Simple and ever since then they have sharpened the cutting edge of ... The Brothers Grim | 9780810858503, 9781461664086 The Brothers Grim: The Films of Ethan and Joel Coen is written by Erica Rowell and published by Scarecrow Press. The Digital and eTextbook ISBNs for The ... The Brothers Grim: The Films of Ethan and Joel Coen Erica ... The Brothers Grim: The Films of Ethan and Joel Coen Erica Rowell 9780810858503 ; RRP: £53.00 ; ISBN13: 9780810858503 ; Goodreads reviews. Reviews from Goodreads. The Brothers Grim: The Films of Ethan... book by Erica Rowell Buy a cheap copy of The Brothers Grim: The Films of Ethan... book by Erica Rowell. In 1984 Joel and Ethan Coen burst onto the art-house film scene with ... chapter 15 air, weather, and climate Students need to know the basic composition of the atmosphere. They should know that the atmosphere is mostly nitrogen, approximately 78%. In. 015 Air Weather and Climate Chapter 15: Air, Weather, and Climate. Student ... seasonal changes in air temperature and humidity. E. movement of tectonic plates. 29. Due to the influence ... Air Pollution, Climate Change, and Ozone Depletion Chapter 15. Air Pollution,. Climate. Change, and. Ozone. Depletion. Page 2. © 2019 ... Weather, Climate, and Change. • Weather: short-term changes in atmospheric. AP Environmental Science Chapter 15 Air, Weather, and ... Study with Quizlet and memorize flashcards containing terms like Is Antarctica Melting?, The Atmosphere and Climate, Weather and more. Chapter 15: Weather and Climate A measure of how close the air is to dew point is . 59. The day-to-day change in temperature and precipitation makes up an area's . 60. Gases in the atmosphere ... A World of Weather: Chapter 15 Introduction We can see and feel weather: the day-long rain, the cold slap of Arctic air,

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